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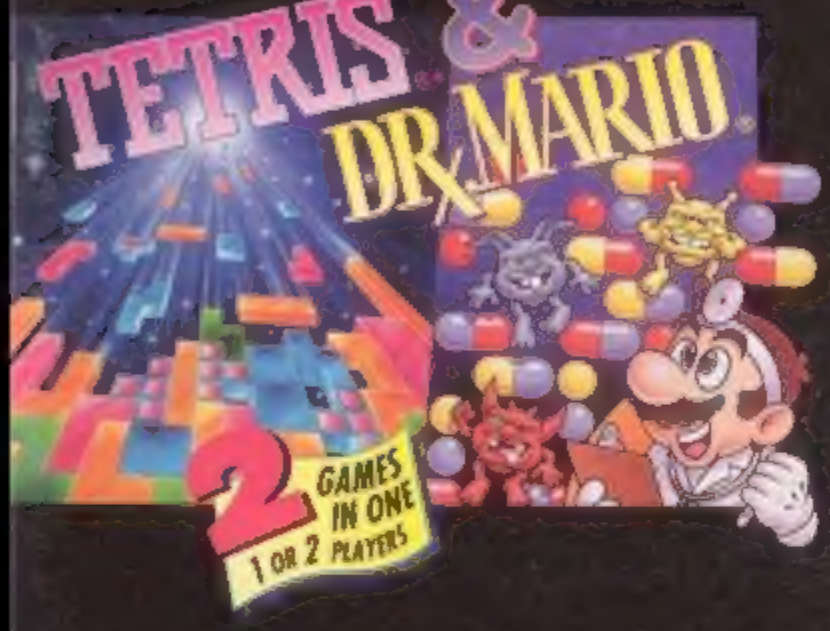
# TETRIS® & DR. MARIO®




## INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

KIDS TO ADULTS

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# What is Tetris? What is Dr. Mario?

**Tetris** is a game that challenges your skills in quick judgment and reaction.

The game is very simple and quite easy to understand. On the screen, there are seven different shaped blocks that will appear and fall down one after the other. You will need to move them, turn them and pile them up without leaving spaces between them. Complete a row or "line" without any spaces and it will disappear, scoring you points. When your pile of blocks reaches the top, the game is over.

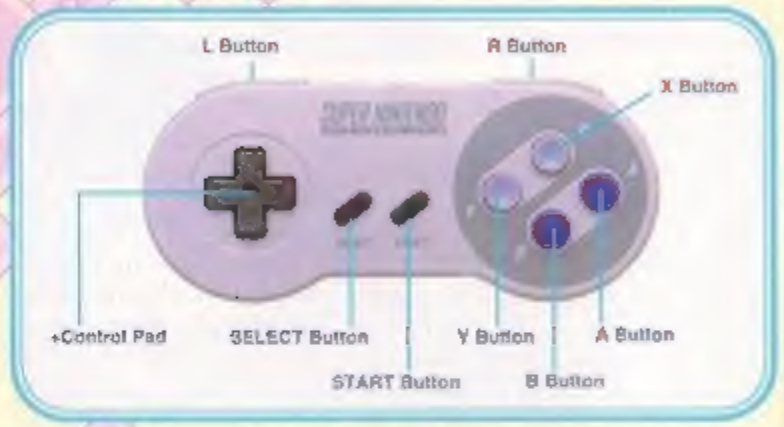
There are three ways to enjoy playing this game: The first, A-Type, is a challenge of endurance. The second, B-Type, requires you only to clear 25 lines. Your third option is to challenge a friend or the computer in a head-to-head match.

**Dr. Mario** is an action puzzle game in which you must exterminate all the Viruses that have infested the bottle on the screen. The Viruses come in three colors and they can be eliminated by aligning the like colored vitamin capsules that are falling into the bottle.

The basic rules of Dr. Mario are easy to understand. Simply line up at least four Viruses or vitamin capsules of the same color either horizontally or vertically. Do this and that color group will disappear. As the capsules appear on the screen, one at a time, move and rotate them to exterminate all the Viruses in the bottle. When this is done, the stage has been cleared and you can move to the next round. However, should you allow the capsules to pile up to the top and no other capsules can drop inside, the game is over. Your goal in the 1PLAYER GAME is to try to clear the highest level you can. While playing the 2PLAYER GAME your basic goal is still to exterminate all the Viruses in your bottle, but you must do so before your opponent does. Along the way you might even find it more fun to interfere with your rival's game. You can even attempt to win by making him lose. Have fun and enjoy Dr. Mario!

# Using the Controller

## Basic Operations




**+Control Pad**
- ◀ Move block or capsule left
- ▶ Move block or capsule right
- ▼ Drop block or capsule quickly

**A Button** Rotates the block or capsule 90° clockwise. On MENU screens, use this button to enter settings.

**B Button** Rotates the block or capsule 90° counter-clockwise. On MENU screens, use this button to undo settings or return to the previous screen.

**START Button** Start and Pause the game.

**SELECT Button** During Tetris, press this button to hide the "NEXT" block display.

**X, Y, L and R Buttons** Not used.



## Other Operations

**1) Pause**
If you push the START Button during the game, you will pause the action. To re-start the game, press the START Button again.

**2) Reset**
To reset the game back to the title screen, press the A, B, START and SELECT Buttons simultaneously. Resetting the game will not erase the high scores.

## Before Starting the Game

Insert the Game Pak into the Super Nintendo Entertainment System Control Deck and turn the POWER switch to the ON position. When the title screen appears, press the START Button to begin. If you do not press START, a demo will begin. Press START at any time to return to the title screen.

When the GAME SELECT Screen appears, use the +Control Pad to highlight your game of choice, then press the START Button to continue.

You can play the following three games: Tetris, Dr. Mario or Mixed Match.

For details on how to play each of the games, please read the following pages.

When you press the START Button

# How to Play Tetris

The basic idea of this game is to stack up the different-shaped blocks without leaving any spaces. Whenever a row is completed without leaving spaces, it will disappear and the row(s) above will drop.

The more rows that can be cleared at the same time the better. (You can clear a maximum of four rows at a time).

When the blocks pile up to the top, and blocks can no longer fall, the game is over.

## How to Play the 1Player Game

When you select a 1PLAYER GAME, the MENU screen pictured on the right will appear.

Use ◀ and ▶ on the +Control Pad to select the game type. Use ▲ and ▼ on the +Control Pad to select the music.

### A-TYPE

The A-TYPE game will challenge your skills and endurance. Simply clear as many lines as possible to earn points.

When you select A-TYPE, the level setting screen pictured at right will appear.

Use the +Control Pad to select your beginning LEVEL (block fall speed), then press the START Button to begin the game. As the LEVEL indicator increases, so will the speed at which the pieces fall. The LEVEL will automatically increase during the game.

**LINES:** The number of lines cleared since you began this game.
**NEXT:** The next block that will drop.
**SCORE:** The current game score.
**LEVEL:** The difficulty level (speed of falling blocks).
**PLAYFIELD:** This is where you play the game.

**Game Playfield**

### B-TYPE

In B-TYPE Tetris, you must attempt to score as many points as you can before completing twenty-five (25) lines. For a greater challenge, you can start the game with obstacle (garbage) blocks already on the Playfield.

After you select the B-TYPE game, the level setting screen pictured on the preceding page will appear. Use the +Control Pad to select your beginning LEVEL (piece fall speed), then press the A Button to allow you to change the beginning HEIGHT selection. Use the +Control Pad to make your selection.

The larger the HEIGHT number is, the higher the pile of garbage blocks will be when play begins. After making your selection, press the START Button to begin the game.

Unlike A-TYPE Tetris, the difficulty level will not change while playing a B-TYPE game.

**LINES:** The number of lines cleared since you began this game.
**NEXT:** The next block that will drop.
**SCORE:** The current game score.
**LEVEL:** The difficulty level (speed of falling blocks).
**PLAYFIELD:** This is where you play the game.

### Game Playfield

## Top Score

For both the A-TYPE and B-TYPE games of Tetris, the names (up to six letters each) of the top three highest scores will be saved. (If the POWER is switched to OFF, these will be lost.) Use ▲ and ▼ on the +Control Pad to select the letter or number you wish, then press the A Button to enter it. Use ◀ or ▶ on the +Control Pad to advance or back up. When your entry is complete, press the START Button to return to the LEVEL Setting Screen.

### About the Score

- The higher the position a block is dropped from, the more points it will score.
  When you drop a block using ▼ on the +Control Pad, you will earn more points. These points, called drop points, depend upon the starting position of the block when you pressed ▼. If you stop short (release ▼ before the block lands), drop points will not be earned.

- You can earn more points by clearing two or more rows of blocks at the same time. The more rows of the blocks cleared at one time, the higher your score will be. You also earn more points for playing at higher levels.

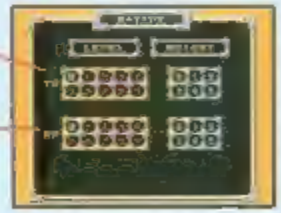
## How to Play the 2Player Game

Originally, Tetris was designed as a one player game in which you simply piled up the falling blocks into complete rows so that they would disappear. Now, in the two-player game, you can also enjoy the thrill of interfering with the game of an opponent. The game begins as the 1PLAYER game would, but by clearing two rows at the same time (called a Double), you will add an additional row of garbage blocks to your opponent's Playfield. Clearing three rows at the same time (called a Triple) will add two rows of garbage to your opponent's Playfield. Should you score a Tetris (clearing four rows simultaneously), you will add four rows of garbage to your opponent's Playfield.

The basic rules for the 2PLAYER game are the same as the 1PLAYER GAME.
For A-TYPE TETRIS, you compete with your opponent, avoiding your opponent's attacks to see who can last the longest.

For B-TYPE, the players compete to see who can clear their 25 lines first. The 2PLAYER GAME offers individual adjustments to both LEVEL and HEIGHT. This allows players of different skill levels to competitively adjust these settings to their liking. Each match is decided by the first player to score three wins.

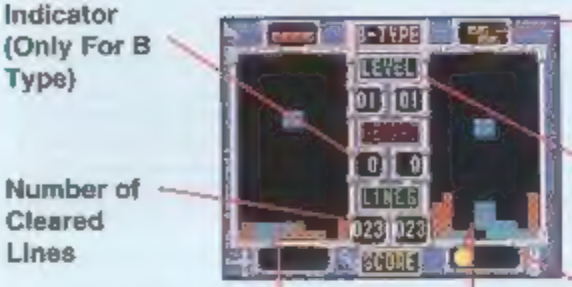
A-TYPE's Level Setting Screen




B-TYPE's Level Setting Screen



## 2PLAYER GAME Screen




**Level setting is the same as in the 1PLAYER game.**

## How to Play the VS · COM Game

On the Tetris GAME SELECT Screen, select the option VS · COM. When the COM SELECT Screen appears, choose the computer opponent that you wish to challenge. For information on each of the computer characters, please see the following section, "The Computer Personalities". After you have selected an opponent, the Level Setting Screen will appear (just like the 2PLAYER GAME). When you have set the handicaps for yourself and the computer, press the START Button to begin the game.

### The Computer Personalities

**EASY**

Easy likes to clear his Playfield one line at a time without worrying about attacking his opponent. Since he moves so slowly and rarely attacks, this opponent is good for beginners or for practicing your attacks.

**MEDIUM**

Medium moves a bit faster than Easy. She is more concerned with attacking her opponent than clearing lines. Her method is to pile up the blocks, trying to set up attacks. She is impatient and careless though, often changing her mind on how to build. Playing against Medium is good practice for intermediate players.

**HARD**

Compared to Easy and Medium, Hard will move very fast, attacking you ferociously. Playing against Hard is for the advanced player.



### Changing Level Setting for the Computer

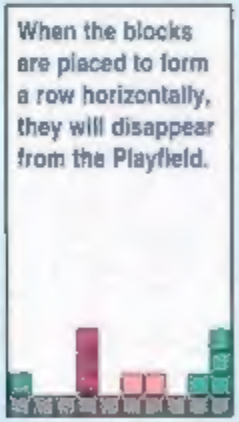
After setting your LEVEL and HEIGHT, press the A Button. Now, you are able to set the levels for the computer. The process of setting levels for the computer is the same as for yourself.

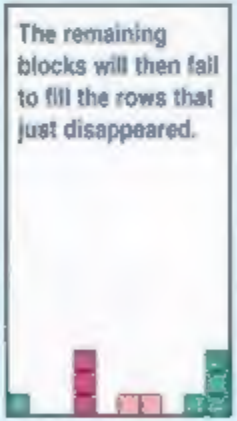
**Rules for this game are the same as the 2PLAYER game.**

## Some Tips for Playing the Game

There are seven types of blocks, each made up of four squares. The four squares are arranged to form the following different patterns:

Remember! The basic idea of Tetris is to use these blocks to form rows of horizontal lines.




As you improve, try to get rid of two rows (a Double), three rows (a Triple), or four rows (a Tetris) simultaneously. Completing a Double, Triple or a Tetris will result in high points.



**Oh no! What should I do at a time like this?**

During the game, sometimes bad things like this will happen.

Do not despair! You might be able to fill the hole with an upcoming block. When the correct block drops, let it fall. Then, just before it sticks into place with a "THUD!", slide it horizontally into place in the hole that you had left. You can thus turn a tight situation into a chance for points.

# How to play Dr. Mario

By using vitamin capsules as they drop into the bottle, you must attempt to exterminate all of the three different-colored Viruses in the bottle.
Viruses are exterminated when four of the same colors (either Viruses or capsules) line up horizontally or vertically. As the capsules fall, arrange them to clear all the Viruses in the bottle. Once the bottle is free of Viruses, the stage is cleared and you progress to the next. If the bottle is filled with capsules to the top before all the Viruses are gone, the game is over.

## How to Exterminate Viruses

By rotating and moving the capsules, place them into groups of four, either vertically or horizontally, matching like colors with Viruses. Each time four of the same color touch, that group will disappear.

### Example 1

Four of the same colors are now lined up vertically, so that group will disappear.

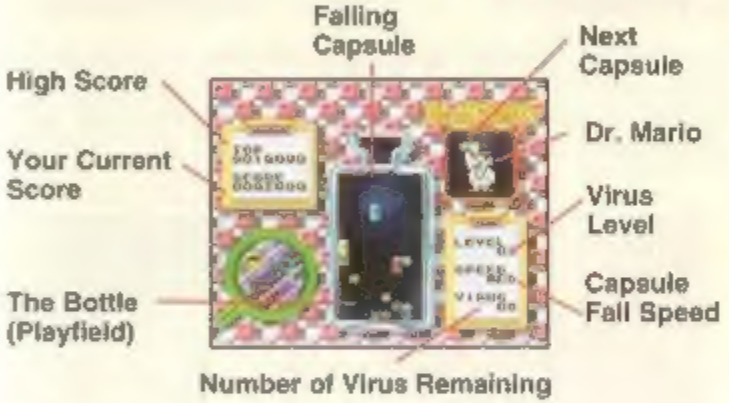
### Example 2

This time, because four of the same colors are lined up horizontally, that group disappears.



# How to play the 1Player Game

When you select the 1PLAYER GAME the Level Setting Screen pictured to the right will be displayed. On this screen, you can select the VIRUS LEVEL, SPEED and MUSIC TYPE using the +Control Pad.




### VIRUS LEVEL

This regulates the number of Viruses in the bottle when you begin. The higher the level selected, the greater the number of Viruses.

### MUSIC

This setting is for how fast the capsules fall.
LOW = Slow, MED = Medium, HI = Fast.

### SPEED

You can select your favorite music to hear during the game. Choose OFF to play without music.

After you have comp eted your settings, begin the game by pressing the START Button
As Dr Mario throws capsules into the bottle Viruses in the bottle will disappear ( f the colors match) When you elimnate all the Viruses n the bottle you have cleared the Stage If the capsu es f the bottle before all Viruses are gone the game s over The speed of capsules will increase after every tenth capsule

## Points

You earn points when you el m nate V ruses The number of points earned depends on which SPEED you are playing at Also if you eliminate more than one Virus at a time you earn higher points

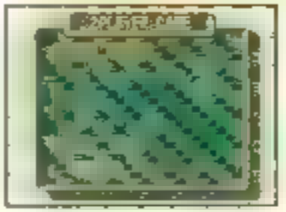
| Number of Viruses / SPEED | LOW | MED | HI |
|---|---|---|---|
| 1 | 100 | 200 | 300 |
| 2 | 200 | 400 | 600 |
| 3 | 400 | 800 | 1200 |
| 4 | 800 | 1600 | 2400 |
| 5 | 1600 | 3200 | 4800 |
| More Than 6 | 3200 | 6400 | 9600 |

Example Playing at speed MED you clear three V ruses simultaneously

Your score is calculated as follows
First Virus 200 Points, + Second V rus (400 Points) + Third Virus (800 Points) = 1400 Points Total.
The points awarded for Viruses past the sixth, earn the same as the sixth



# How to play the 2Player Game

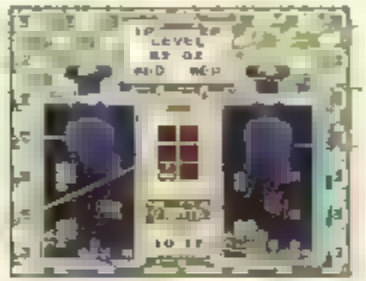


In the one-player game, you exterminate the Viruses using the capsules that fall into the bottle on screen In the 2PLAYER GAME you get the added challenge of being able to affect and be affected by the game of your opponent.

When the game begins you will want to eliminate the Viruses Should you wish to interfere with the game of your opponent you simply need to el m nate more than one color group at a time (read T ps From Dr Mario, When you do this one half capsule of each color that you elim nated will drop uncontro ably into your opponent s bottle Eliminate two Viruses simultaneously (a Double) to drop two ha l capsules. Eliminating three (a Triple) will drop three hall capsules, and four (a Quad) will drop four half capsules into your opponents' bottle

Basically the rules are very similar to the 1PLAYER game. In the 2PLAYER game, you can adjust the settings for VIRUS LEVEL and SPEED separately This enables players of differing skill levels to individually handicap their games and play together competitively

After adjusting the level settings, begin the game by pressing the START Button. Both the players start the game simultaneously. Whoever eliminates all Viruses in their bottle first is the winner. Each win awards that player a crown. The first player to score three crowns wins the match. Should a player's bottle fill with capsules before all the Viruses are eliminated, they lose. Losing will score crowns for your opponent. Remember, the speed of the falling capsules increases after every tenth capsule drops.



## How to Play the VS - COM Game

When you select VS. COM on the Dr. Mario title screen, the Opponent Selection Screen will appear. Select the computer rival that you would like to play against. Please see the section titled "Introducing The Computer Viruses".
After you select the opponent, the Level Setting Screen will be appear. Use Controller One to set the various levels for both yourself and the computer.

The rules are exactly same as in the 2PLAYER GAME.

## Introducing the Computer Viruses

### BLUE VIRUS

Blue Virus moves very slowly and does not attack very often. He's too busy cleaning his bottle and does not care about attacking. Blue Virus is for the beginning player.

### YELLOW VIRUS

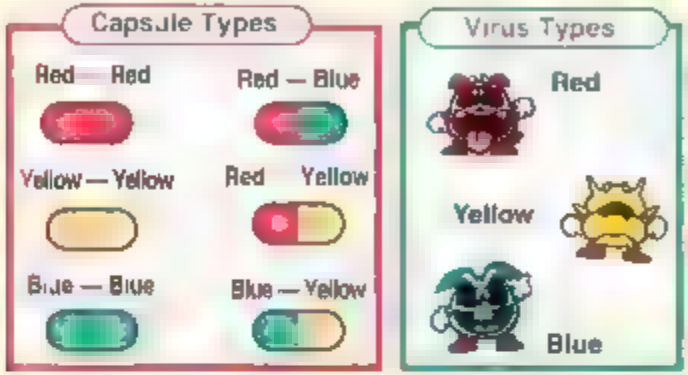
The Yellow Virus is a quick mover, but is often too busy cleaning to attack. Intermediate players will have fun with Yellow Virus.

### RED VIRUS

Not only does Red Virus move very fast, she attacks very intensely. A game against the Red Virus is for advanced players.

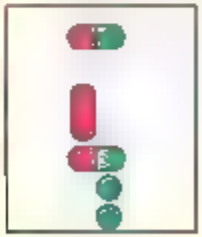
# Advice from Dr. Mario

Listed below are the six capsule types and three colors of Viruses.




## Mastering Multiple Drops

This is how you do it! Not only is it possible to clear two groups at the same time, you can clear three, four and even more. You will especially need to use this technique for the 2PLAYER GAME, so learn fast!



Clear the Blue Group

The Remaining Capsules Will Fall

And the Newly Formed Group Disappears Too

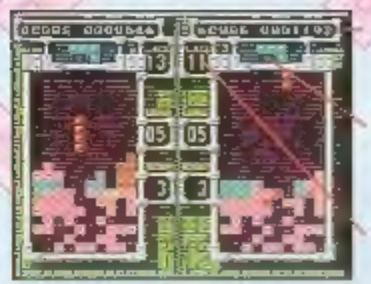


# How to play Tetris & Dr.Mario Mixed Match

This game was created to give opponents a new and exciting way to play together. On the GAME SELECT Screen, select Mixed Match, then press the START Button. When the Mixed Match title screen appears, select GAME START and press the START Button. When the LEVEL SELECT Screen appears, use the + Control Pad to adjust the desired settings.

In Mixed Match, you simply play your own game, attempting to finish quickly while scoring as many points as possible. *Remember*, the basis of this game is to play a 1PLAYER GAME. After setting the game's time limit, you will play a round each of Tetris B-TYPE, Dr. Mario, then Tetris A-TYPE.

At the end of the time limit, the player that scored the highest total points for all three is the winner. Since the levels are set identically, the player that is the most efficient at scoring will win.



When the Game Starts

Score in Tetris

Next Block

Lines to Go

Screen When Player 2 Moves to Dr.Mario

Score in Dr.Mario

Next Capsule

Viruses to Destroy

## HANDICAP

This sets the overall difficulty level for all three of the games you are going to play. The default setting is MED (Medium), but you can select the difficulty that you prefer. Player One and Player Two can select different levels of difficult to play.

## PLAY TIME

This is the time limit for the whole game. The default setting is for a five minute game, but you can change this to your liking.

## MUSIC SELECT

Select whichever of the three music types that you like. If you select OFF, you will not hear any music.

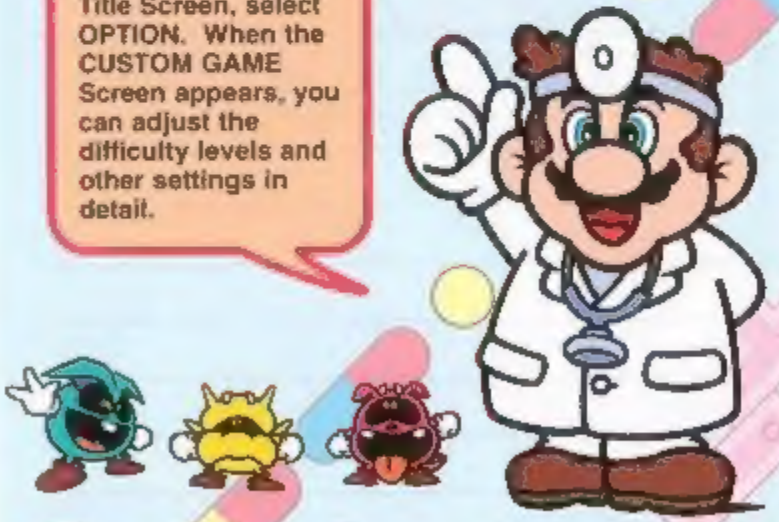
After adjusting all the settings, press the START Button to begin. The first game you will play is Tetris B-TYPE. After clearing all required lines, the screen will change to Dr. Mario. After eliminating all Viruses in your bottle, the screen will



change again. This round is Tetris A-TYPE and you will play until the time limit expires. When time is up, the points for each game are totaled and the player with the highest points for all the games is the winner. If the time expires before you clear any of the games, you will earn 0 (zero) points for that particular game and any remaining unplayed games. The rules and how to earn points are identical to the 1PLAYER GAME.

**For those who feel the game is too easy with the pre-adjusted levels or for those who would like to equalize a game for players of greatly differing abilities, you can setup a CUSTOM GAME.**

**On the Mixed Match Title Screen, select OPTION. When the CUSTOM GAME Screen appears, you can adjust the difficulty levels and other settings in detail.**



**NOTE: Settings made on this screen cannot be saved to the regular game.**

## MEMO



## MEMO

REV-H

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REV-F

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